

**AGENDA SUMMARY PAGE - PLANNING & DEVELOPMENT**  
**CITY COUNCIL MEETING OF: AUGUST 19, 2009**

**DEPARTMENT: PLANNING & DEVELOPMENT**

**DIRECTOR: M. MARGO WHEELER**

☐ Consent ☒ Discussion

**SUBJECT:**

SUP-34764 - SPECIAL USE PERMIT - PUBLIC HEARING - APPLICANT: HOUSE OF VINO, LLC - OWNER: PROVIDENCE VILLAGE, LLC – Appeal filed from the denial by the Planning Commission of a request for a Special Use Permit FOR LIQUOR SALES (FOR OFF-PREMISE CONSUMPTION) WITHIN A PROPOSED 1,925 SQUARE-FOOT CONVENIENCE STORE at 7181 North Hualapai Way, Suite #105 (APN 126-24-517-001), PD (Planned Development) Zone [VC (Village Commercial) Cliff's Edge Special Land Use Designation], Ward 6 (Ross). The Planning Commission (6-0-1 vote) recommends DENIAL. Staff recommends APPROVAL

**PROTESTS RECEIVED BEFORE:**

Planning Commission Mtg.

7

City Council Meeting

2

**APPROVALS RECEIVED BEFORE:**

Planning Commission Mtg.

2

City Council Meeting

11

**RECOMMENDATION:**

The Planning Commission (6-0-1 vote) recommends DENIAL. Staff recommends APPROVAL, subject to conditions.

**BACKUP DOCUMENTATION:**

1. Location, Aerial and Special Maps
2. Conditions and Staff Report
3. Supporting Documentation
4. Photos
5. Justification Letter
6. Appeal Letter filed by Nevada Gaming Application Consultants
7. Protest/Support Postcards
8. Submitted after Final Agenda - Withdrawal Letter by Nevada Gaming Application Consultants and Protest/Support Postcards for Items 94 and 95
9. Submitted after Meeting - Support Postcard/Letter for Items 94 and 95
10. Backup referenced from the July 23, 2009 Planning Commission Meeting Item 24

Motion made by GARY REESE to Hold in abeyance Items 66, 84-86 and 90 to 9/2/2009 and Items 73-76 to 9/16/2009 and Withdraw without prejudice Items 94, 95, 97 and 98

Passed For: 7; Against: 0; Abstain: 0; Did Not Vote: 0; Excused: 0

RICKI Y. BARLOW, LOIS TARKANIAN, STEVE WOLFSON, OSCAR B. GOODMAN, GARY REESE, STEVEN D. ROSS, STAVROS S. ANTHONY; (Against-None); (Abstain-None); (Did Not Vote-None); (Excused-None)